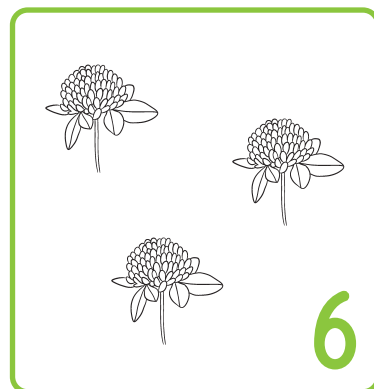
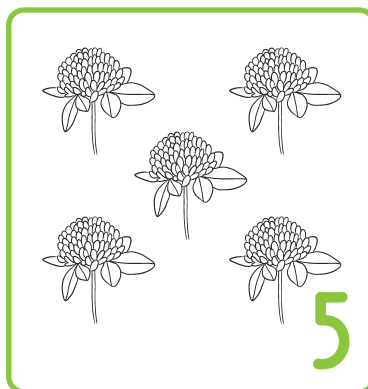
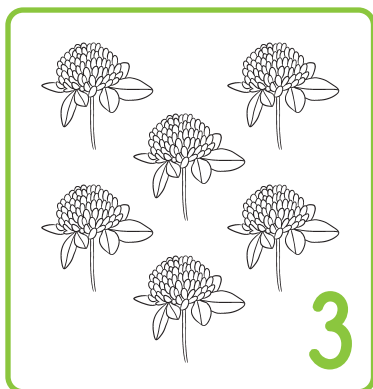
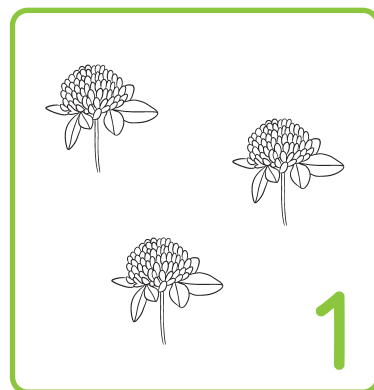
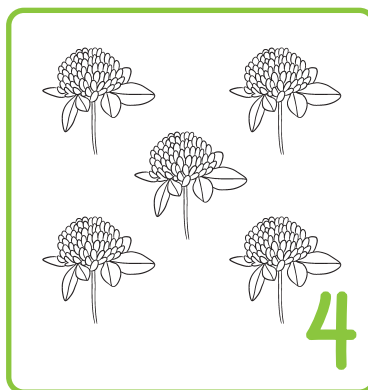
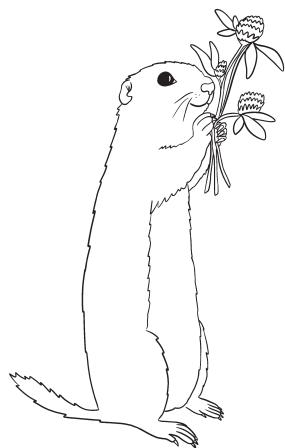




Úloha: Ďatelinu dokresli alebo vyškrtni podľa čísla v okienku.



Úloha: Hladný syseľ začal na políčku štart a postupoval podľa šípok. Nakresli alebo zapíš, ku ktorej potrave ho dovedli.

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